

HesWare

ROOTIN' TOOTIN'™

for the Commodore-64



HES version by Bryce C. Nesbitt

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STARTING ROOTIN' TOOTIN'

1. Turn power off.
2. Plug "Rootin' Tootin' " cartridge into the slot on the back of the Commodore 64 computer.
3. Connect a joystick into Port 2 (closest to the power switch).
4. Only then turn the power on.

OBJECT OF THE GAME



Your tuba is trapped on a musical scale. Strange musical instruments emanate from four boxes and chase your tuba. Avoid them, for they will trap you. Your only defense is a button which makes your tuba invisible for a short time and allows you to escape. Your only offense is to blast the notes on the scale with your tuba. After clearing all the notes on a level, you move to the next higher level or pattern. We know of at least 21 levels, so GOOD LUCK!

GAME OPTIONS

- F1 Changes number of players (1-2)
- F3 Changes starting level (1-4)

Fire button starts the game

HOW TO PLAY

Moving the joystick directs the tuba. Time your blasts to sizzle your pursuers. If you get into a tight spot (Fig. A, B), push the button to make your tuba invisible and then pass through your pursuers. For extra points, pick up the $\frac{1}{8}$ rest or the free life.

Fig. A

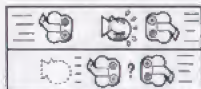
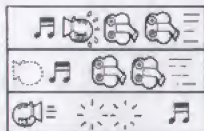


Fig. B



If you wish to pause during your game play, PRESS P.
Move the joystick to resume play.


If you wish to cancel the game during play, PRESS the
RESTORE key.


The title page will then return to the screen for a new
game.


If you wish to turn off the background music, press the -
(minus) key. Turn the music back on by pressing the +
(plus) key.


CHARACTERS


POINTS ACTION


UITACO™

 200 Moves slowly and tries to follow your exact path. It can mutate to become a GUITARO.

UITARO™

 600 Very fast, but otherwise like a GUITACO. It does not become vulnerable when you pick up the 1/8 rest.

MADPHONE™

 300 Moves quickly and reverses itself a lot. It shoots sound waves which are deadly.

TRIEN™

 600 Moves faster than your tuba, but does not try to follow you. It drops stars which will kill you if you touch them when your tuba is visible.

CYMBOMB™

 400 Moves very slowly and does not follow your tuba. It drops notes which you must blast to finish the level and move on to the next level.

PIANHA™

 800 Very deadly instrument which moves fast and does not necessarily stay on the scales. It also speeds up after a short period of time.

FREE LIFE



BONUS When your tuba picks this up, there is an extra life for you. Turn your tuba into it to pick it up. The number of tubas remaining is shown just below the title. You start with 4 tubas.

$\frac{1}{8}$ REST



300 When picked up (similar to FREE LIFE), this will turn all of your pursuers into flashing treble clefs. You can then pick up the clefs for points, increasing your score upward for each one (e.g., 200, 400, 800, 1600, 3200, etc.) These clefs stay for a short period of real time. After one-half of this time has passed, the clefs change to flashing pursuers. You can still pick them up for points, but be careful. They will quickly stop flashing and become normal again.

NOTE



20 When your tuba blasts the notes, they disappear from the screen. As they go, they destroy any stars or instruments in their path, giving you a score for each one destroyed.

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